

GLOSSARY

Alliance - Established by the Lords at the Throne table and represented on their banners. Allied houses may trade resources at the Throne table, arrange marriages at the Citadel table, and search each other's lands at the Delve table. Allied houses may not attack each other at the Westeros table.

Army - A single unit on the Westeros table, controlled by the Knight.

Banner Order - Literally, the order which the House banners are hung on the wall. This determines the order of actions at the Westeros Table, and at other tables as deemed necessary by the GM. For ease of play, it is recommended that Banner Order be setup in the following sequence: Targaryen, Arryn, Stark, Hoare, Lannister, Gardener, Martell, Durrandon.

Bloodlines Card - A card manipulated by the Maester at the Citadel Table, with six X's of various colors representing the Heirs current traits.

Cattle - A tradeable Resource needed by the Knight for the upkeep of existing armies and the creation of new armies. Four of these Resources can be traded in by the Lord to gain a Gold.

Citadel - In the background and lore, the center of learning and technological advancement of all of Westeros.

Citadel Table - Where the Maesters meets with the Citadel GM every round. The table is used for chain forging, marriage arranging, and all other Maester actions.

Delve Table - A small table for the Delve GM, where Heirs and Night's Watch can come to search allied lands for relics.

d6 - A standard six-sided die, used in Aegon's Conquest at the Westeros, Citadel, and Delve tables.

Game Master - An unaffiliated, neutral player who acts as judge and referee in all matters of dispute at a given table. Aegon's Conquest typically requires four.

GM - see Game Master.

Gold - A tradeable Resource. Gold is obtained primarily by the Load either through trading four Resources of one type to the Free Cities and by succeeding at Court Intrigue. Gold can be used by the Knight to replace a missing Resource during Upkeep. Gold can be used by Heirs to either hire sellswords at the Westeros Table and impose a Support or Oppose action, or it can be used at the Delve Table to increase the resultant Delve roll by one.

Free Cities - In the background and lore, a collection of distant mercantile settlements and trading partners located on another continent. In Aegon's Conquest, this is an abstract concept to represent Lords trading in excess Resource for Gold.

Grain - A tradeable Resource needed by the Knight for the upkeep of existing armies and the creation of new armies. Four of these Resources can be traded in by the Lord to gain a Gold.

Heir - One of the player roles. See the [Factions & Roles](#) section or the [Heirs & The Delve Table](#) section.

House - The seven teams of players, representing an ancient lineage of noble families dating back thousands of years.

Iron - A tradeable Resource needed by the Knight for the creation of new armies. Four of these Resources can be traded in by the Lord to gain a Gold.

Knight - One of the player roles. See the [Factions & Roles](#) section or the [Knights & The Westeros Table](#) section.

Lord - One of the player roles. See the [Factions & Roles](#) section or the [Lords & The Throne Table](#) section.

Lumber - A tradeable Resource needed by the Knight for the upkeep of existing armies and the creation of new armies. Four of these Resources can be traded in by the Lord to gain a Gold.

Maester - One of the player roles. See the [Factions & Roles](#) section, or the [Maesters & the Citadel](#) Table section.

Night's Watch - An extra faction of players whose goal is to end the game with a full roster of four players.

Night's Watch Lord Commander - The starting player of the Night's Watch and faction leader.

Power - A House's total score. See the Scoring & Rounds section of the Grand Overview.

Relic Card - Held at the Delve table and given to Heirs as a reward for successful Delves, representing incredible artifacts of ancient power.

Relic Location Card - A piece of knowledge uncovered by a Maester, which an Heir can use to acquire a relic at the Delve Table.

Resource Card - An asset obtained by controlling Lands on the Westeros Table, used for fielding armies and trading with allied houses. The resources are Lumber, Cattle, Iron, and Grain.

Round - A single turn in the game. Encompasses the time it takes for all four tables to carry out their complete actions.

Season - The world of Aegon's Conquest has irregular, unpredictable seasons which shift randomly between Summer and Winter. A change in Season changes the direction of Banner Order, limits Forced March to only Summer, and can have additional effects for certain Houses and Masters' links.

Secrets Card - An embarrassing rumor about a House, discovered by the Maester or Heir and acted on by the Lord. Revealed Secrets Cards decrease the power of an affected House by one and can have additional negative side effects. A House that reveals its own Secrets Cars suffers no penalty and instead gains a Gold.

Summer - In Summer, lands with two Resource icons produce both Resources, as well as a third Resource of either type as determined by the controlling House. During Summer, Banner Order proceeds counterclockwise around the Westeros map. Some Houses gain additional benefits during Summer as per their special abilities and Maester Links.

Throne Table - The table for the Lords and the Thrones GM. Used for trading resources, making/breaking alliances, and court intrigue.

Westeros - The fiction continent from the A Song of Ice and Fire series by George R.R. Martin. Home to the seven kingdoms, and the setting for Aegon's Conquest.

Westeros Table - The table for the Knights and the Westeros GM. Includes a massive map of Westeros with all of the lands, and is used for moving armies, giving battle, and tracking resources.

Winter - In the Winter Season, lands with two Resource icons produce only one Resource, as determined by the controlling House. During Winter, Banner Order proceeds clockwise around the Westeros map. Armies may not use Forced March in Winter. Some Houses gain additional benefits during Winter as per their special abilities and Maester Links.